

Scout (Roguish Archetype)

You are an expert in guiding groups through difficult terrain and preparing ambushes and surprise attacks. You fight best when you are able to move swiftly and use the terrain to your advantage. You might have had military training, or perhaps you grew up in the wilderness.

Pathfinder

When you choose this archetype at 3rd level you gain proficiency in Survival if you did not already have it, or Expertise if you did. You may also guide a number of people equal to ten times your level as easily as you could travel alone.

Natural Explorer

When you choose this archetype at 3rd level you become familiar with one type of natural environment, gaining the same benefits as the Ranger feature of the same name. You may choose additional favoured terrain types at 8th and 12th level.

Mobile Advantage

Starting at 9th level you are able to use sudden bursts of movement to encircle your opponents and put them off guard. When you use your Cunning Action feature to Dash you gain Advantage on attack rolls for the rest of your turn.

Ambush Expert

By 13th level you are so adept at laying ambushes that you may take two turns during the first round of any combat where you have surprised your opponents. You take your first turn at your normal initiative and your second turn at your initiative minus 10.

Deadly Ambush

At 17th level you may apply the bonus from Ambush Expert to a number of allies equal to your Wisdom modifier. You may also grant Advantage to the Stealth check of anyone whom you have helped prepare for an ambush.